

Abstract

System and method for creating a scene graph. A data flow diagram is created in response to input, including displaying a first plurality of nodes on a display which are executable to create at least a portion of the scene graph, and connecting the nodes to
5 create the data flow diagram, where the nodes are connected to specify data flow among the plurality of nodes. The data flow diagram is executed to create the scene graph. The scene graph specifies a plurality of objects and relationships between the objects, e.g., via an object hierarchy, and is usable in rendering a graphical image of the plurality of objects, e.g., a 3D scene. The scene graph is stored in a memory medium. At least one
10 render node may be included in the data flow diagram which receives the scene graph as an input and renders the image based on the scene graph.